GAME BOY ADVANCE

AMERICAN

BASS ™

CHALLENGE

INSTRUCTION BOOKLET

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

Contents

Introduction

This is a bass fishing simulation game, designed for all types of players. Select from among three play modes: "Quick Fish," "Tournament," and "Practice."

Quick Fish Mode

Use this mode when you want to enjoy fighting for your bass, without having to find a spot or select a lure first. Just start looking for a lively fish. You cannot save games while playing in Quick Fish mode.

Tournament Mode

In Tournament mode, you can play first in Regional Tournaments and later in National Tournaments as you work your way up from amateur status toward the No. 1 Bass Pro spot. You can proceed to the next stage when you earn a place in the Tournament's official prize ranking.

Practice Mode

Select any of the available lakes and enjoy "free play" while in Practice Mode. You can end the game at any time, without having to clear any settings. Games cannot be saved, however.

Using the Game Boy® Advance

L Button

Control Pad

START

SELECT

R Button

A Button

B Button

Basic operations
Move cursor: Control Pad
Set: A Button
Cancel: B Button
Soft reset: Press A Button + B Button + START + SELECT,
all at the same time
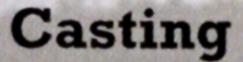
Moving the boat

Forward: A Button
Backward: B Button
Pause: START
Display commands: SELECT
Change direction: Control Pad or L Button or R Button

Casting

Select cast: Control Pad
Set cast strength: A Button
Pause: START
Display commands: SELECT
Thumbing: Cross Button or L Button or R Button

Retrieving and fighting
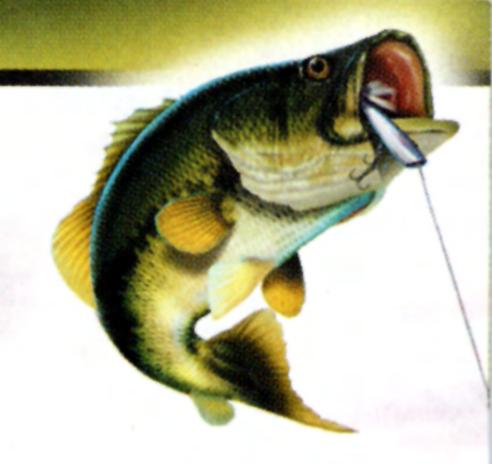
Take up reel: A Button
Pull on rod: Control Pad (when fighting)
Fast take-up: A Button + B Button
Cut line: A Button + B Button
Pause: START (during retrieve)

Starting a Game

Place the Game Pak in the Game Boy® Advance and set the power switch to on. The title screen will appear. Press START to switch to the data selection screen.

Data selection screen

Use this screen to select the data to be used when playing. "From start" is displayed if no previous data has been saved.
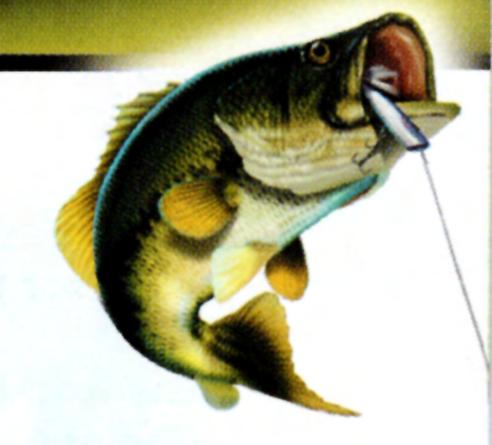
Selecting players

After selecting the data, press the A Button. Now you can play starting from the point where the previous data was saved.

If you select "From start," the next step will be to create a character (see page 7).

Deleting data

Select the data to be deleted, then press the A Button.

Copying data

Select the data to be copied, then press the A Button.
Next, select the copy destination, then press the A Button.

Creating a character

First, the name entry window will appear.
Enter a name (up to five letters).
1. Name entry window
2. Letter list

Next: Use this to scroll the letter list when entering letters or numerals.

Delete: Use this to delete the letter that is currently selected by the cursor in the name entry window.

Forward: Use this to move the cursor once to the right in the name entry window.

Back: Use this to move the cursor once to the left in the name entry window.

End: Use this to close the name entry window. After entering a name, follow the on-screen instructions and enter the character's gender, left/right handed preference, and colors (colors of the character's clothes and skin).

The above selections have no impact on skill values. Create whatever kind of character you like. Use the R Button to display the next screen, or the L Button to display the previous screen. When you are done with all of these settings, the mode selection screen will appear (see page 9).

Playing the Game

Modes
Mode selection screen

Select either "Quick Fish" mode, "Tournament" mode, or "Practice" mode.

Quick Fish mode
Select a spot, then start from the casting screen. There is no need to move the map or select a lure. Note that games cannot be saved while in this mode. You can be sure there will be some active fish. Enjoy fighting the fish as much as you want.

* Shows a command that can be used only in Quick Fish mode (single play).

- You can fish from a different spot if you like. Spots are always randomly selected.
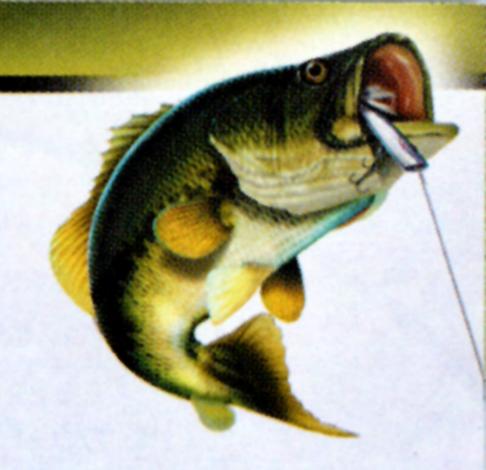
Tournament mode

In this mode, you compete in terms of the total weight of the bass you catch within a certain amount of time. Only the five largest bass that you catch in that time are counted in the weight total. If you finish within the tournament's official prize ranking, you can go on to the next stage. If you do not finish within the ranking, you must start over again at the same stage.

Practice mode

Eventually, you can enjoy fishing at the lake of your choice. At first, however, only one lake is available. Each time you clear a stage in Tournament mode, one more lake is added to the number of available lakes for Practice mode.

Although you cannot save practice games that are in progress, your top scores for each type of fish are saved automatically.

Moving the boat

Water temperature: Shows the temperature of the water at the current spot.

Weather: Shows the current weather conditions.
GPS: Shows the player's current position.
Depth finder: Shows underwater information at the current spot.

Boat: Shows the player's bass boat.
Time: Shows the current time.

• The boat can be moved only when in Tournament mode or Practice mode. When in Quick Fish mode, you will start from the cast screen .

Move your boat to any spot where you think bass are, based on the given weather and structure information. Be sure to watch the depth finder as you are moving your boat. When fish are beneath the boat, fish shadows will appear in the depth finder display and you will hear a sound signal. When you reach your desired spot, press SELECT to bring up the command icons. Next, select the CAST icon to go to the Cast screen.

Move commands

CAST - Brings up the Cast screen.
CATCH - Displays the current catch information.
SAVE - Saves the current game under the current conditions
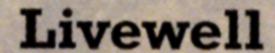
(Tournament mode only).
QUIT - Returns to the Mode Select screen
(see page 9). The current data will not be saved.

Catch information
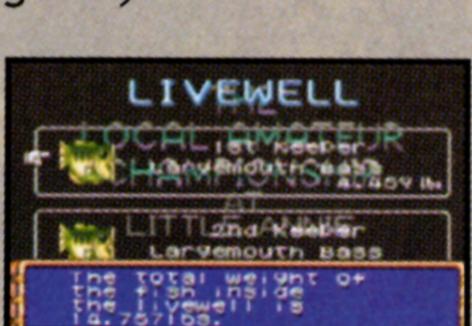
When in Tournament mode or Practice mode, you can view your current catch information. Press SELECT while moving your boat to bring up the command icons (see page 12). Next, select the CATCH command icon.

Livewell

This feature is available only during Tournament mode. Up to five black bass can be placed in the livewell for your tournament ranking.

Personal Record

This feature displays your personal record weight for each type of fish.

Detailed Catch Information

This feature shows detailed information about the catches indicated in the livewell and Personal Record displays. Use the Control Pad to move the cursor up or down through the data, then press the A Button to select.

Lure Position

Line

Lure Depth

Power Meter

Lure

Player (Character)

Casting

Lure position: Shows the lure's current position

Line: Shows the distance from the lure to the player

Lure depth: Shows the lure's current depth

Player character: Shows a player image

Lure: Shows the lure being used

Power meter: Shows the player's reeling strength

Search for a spot to cast from. Next, press SELECT to display the command icons. Select the MARK icon to start searching for fish in the water.

Casting commands

MOVE - This returns to the screen where you can move the boat (see page 12). (This screen is displayed during Tournament mode or Practice mode only.)

LURE - This enables you to change the type of lure you are using. Select the lure that you believe will work best based on the current conditions (weather, water temperature, time, etc.). (This screen is displayed during Tournament mode or Practice mode only.)

MARK - This starts searching for fish in the water.
Use the Control Pad to move the mark. You can
accelerate the motion by pressing the B Button at the
same time. Once you have found a fish, align the mark
to the position of the fish and press the A Button. This
fixes the mark position. Now you can use the mark position
while casting.

You can use the Control Pad to change the casting method.

• If you do not press the Control Pad, the cast will
automatically be a forward side cast.

Once you have selected your casting method, press and hold
the Control Pad while pressing the A Button. Your casting
strength is indicated by the downward lengthening of the
power meter. Press the A Button again when the meter reaches
the desired length. The longer the power meter is, the farther

the cast. You can adjust the casting speed by pressing the B Button before the lure hits the water. This will prevent backlash.

Selecting a Lure

While casting, press SELECT to display the command icons (see page 12). Select from lure command icon.

This brings up the Tackle Box screen. Each section of the box contains a different type of lure (there are eight types in all). Use the Control Pad to move the cursor among the tackle box sections, then press the A Button to set your selection. The currently selected lure will be shown.

Select a lure: Control Pad
Set a lure: A Button
Return to tackle box: B Button
View lure description: L Button
Change lure color: R Button

Appeal - This sets bright colors. This setting is helpful when the fish is highly active and is moving about vigorously.

Natural - This simulates natural colors. This setting is helpful when the fish is not very active and is not moving much.

Retrieve

While using the Control Pad to move the rod, press the A Button to start reeling. To reel bit by bit, press the A Button quickly and repeatedly. To find out whether or not the fish are interested, retrieve as close to the fish as you can.

A splashing sound will be output when a fish strikes. When that happens, press the bottom (down) arrow on the Control Pad to pull up your rod in response. If you succeed in hooking the fish, you can finally start the fighting phase.

To automatically reel at high speed, press the A Button and B Button at the same time. This function is handy when you wish to quickly change your cast point, for instance. However, if you use this function after hooking a fish, it will break your line.

Fighting

Power meter: The lower part shows the player's pull strength and the upper part shows the fish's pull strength.

• The height of this indicator shows the maximum burst strength of the player or fish.
The color indicates the body strength of the player or fish.

When fighting a fish, be sure to monitor the power meter so as not to break your line. If the power meter turns white and starts blinking, it means your line is about to break. Quickly release the button you are pressing to keep the line from breaking.

Meanwhile, the fish you hooked may start moving wildly in an attempt to get off the lure. If the lure display starts wobbling, it means your fish is about to get away. To prevent that, quickly pull up the rod a few times.

Landing

If you win the fight, the landing screen will appear. This screen shows the type of fish you caught and how much it weighs.

Weigh In

If you think you've got a prize-winning fish, you should go to the weigh in. Go back to the Marina screen that was displayed when starting the game to weigh in your fish.

Multi-player games

This game can be played with up to four players using only one Game Pak ("Game Pak 1 vs." option).

Requirements for multi-player games:

Game Boy® Advance systems - One per player
American Bass Challenge game - 1 Game Pak
Game Boy® Advance Game Link® Cable(s) -
2 players: 1 cable
3 players: 2 cables
4 players: 3 cables

Game rules

The object is to be the first player to catch a bass. It doesn't matter how much your fish weighs—the important thing is to quickly find and catch one.

Connection method

1. Make sure that power is off on all of the Game Boy® Advance systems, then insert the Game Pak into Player 1's system.

2. Connect the Game Boy® Advance Game Link® Cables' 6-pin plug (small purple plug) into Player 1's system, then connect the Game Boy® Advance Game Link® Cable into the External Extension Connector (EXT.) on each of the other players' systems.

3. Turn on the power on all of the connected Game Boy® Advance systems.

For further description of Game Boy® Advance Game Link® Cable connections, refer to the Game Boy® Advance Game Link® Cable User's Manual that is supplied with the Game Link® Cable.

The following instructions are for
Player 1 only:

1. On the screen that lists the play modes select Quick Fish
   mode (see page 9).

2. Select [Game Pak 1 vs.]. The entry screen will appear.

3. Make sure that "ENTRY OK" appears after each player.
Next, press START. The game will then start on each player's
system. The graphic indicating the player character is not
shown in multi-player games.

Caution points on multi-player games

Connection problems or operation errors may occur in the following situations.

- When using a connection cable that is not a Game Boy® Advance Game Link® cable
- When a Game Boy® Advance Game Link® cable is not fully inserted into a Game Boy Advance® system
- When a Game Boy® Advance Game Link® cable has been disconnected during a multi-player game

Types of lures

Spinner

This lure has a leaf-shaped blade. The light reflections and sound produced by the spinning blade attract fish.
- Best retrieve method: Reeling

Swisher

This type of lure floats on top of the water. A small propeller in back turns on the surface of the water and makes a sound to lure fish.
- Best retrieve methods: Reeling, stop & go

Minnow

This small, sleek lure has a flowing shape and looks enough like a real minnow to intrigue the fish.
- Best retrieve methods: Reeling, twitching
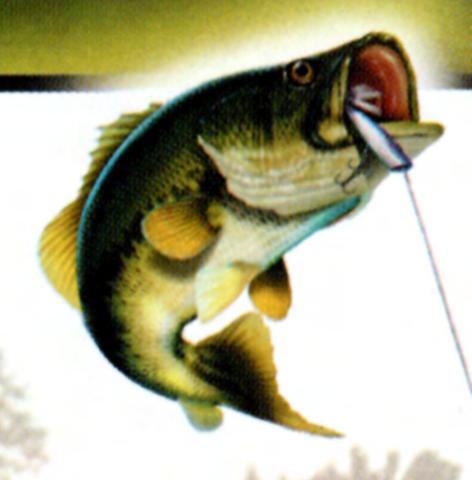
Crankbait

Crankbaits have a roundish body and a large diving lip. A rattle inside makes sounds in the water to draw fish.

- Best retrieve methods: Reeling, twitching

Rubber jig

The hook on this jig is covered by a rubber skirt to keep it from snagging on weeds or rocks. Usually, a rubber jig is used in combination with a grub, etc.

- Best retrieve methods: Dragging, bottom bumping

Worm

The worm is a soft plastic lure that looks like an earthworm. It's long, soft shape wiggles in the water to attract fish.

- Best retrieve methods: Shaking, bumping

Frog

This frog-shaped lure makes quite a splash, like a swimming frog that has just jumped off a lily pad!

- Best retrieve methods: Reeling, bottom bumping

Spinnerbait

The spinnerbait has a rotating blade that produces light reflections and sounds to lure fish, while providing a rubber skirt to fend off the weeds.

- Best retrieve method: Reeling
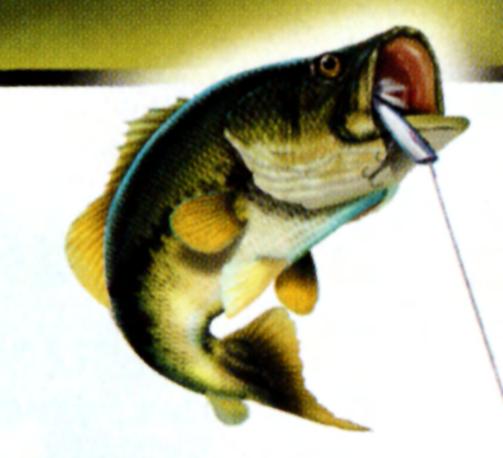
Retrieve techniques

Walk the Dog

Press and hold the A Button while repeatedly pressing the left and right sides of the Control Pad in sequence.

Shaking

Press the A Button in short bursts (barrage method).

Stop & Go
Press the A Button to Go, then release it to Stop (repeat).

Dragging
Press and hold the top part of the Control Pad while pressing the A Button.

Twitching
Press and hold the A Button while repeatedly pressing twice on the left side, then twice on the right side of the Control Pad.

Bottom Bumping
Once the lure has sunk, repeat these four steps: (1) Press the bottom part of the Control Pad. (2) Release the bottom part of the Control Pad. (3) Press the A Button. (4) Release the A Button.

Reeling
Press the A Button.

Credits

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Many thanks to Origin Studios and Starfish.

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For more information call American Bass (310) 376-1026.

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Product / Documentation Replacements
Please contact Ubi Soft Technical Support before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available.

Within the 90-day warranty period:
Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-day warranty period
Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

Replacement Fees
Our most recent replacement fee schedule is available online. Please visit the support section of http://www.ubisoft.com for an updated price list

Warranty Address and Contact Information
Email: replacements@ubisoft.com
Phone: 919-460-9778
Hours: 9am – 9pm (EST), M-F

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Morrisville, NC 27560
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Technical Support

Insert for Red Storm titles - Red Storm Technical Support is now Ubi Soft Technical Support!

Before contacting Ubi Soft Technical Support, please carefully read through this manual. Also, help is available online at http://www.ubisoft.com/support. If you are unable to find an answer to your question using the website or the manual, please contact us via one of the following methods:

Contact us over the Internet:
http://www.ubisoft.com/support

This site takes you to the Ubi Soft Solution Center. Here you can browse our FAQ listings, or search the solution database for the most recently updated information since the game's release. or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative.

Contact us by E-Mail:
For fastest response via email, please visit our website at:

http://www.ubisoft.com/support
From this site, you can enter the Ubi Soft Solution Center where you can send in a request for Personal Assistance from a Technical Support Representative. You can also contact our Ubi Soft Support by e-mailing them directly at support@ubisoft.com.

It may take anywhere from 24-72 hours for us to respond to your e-mail depending upon the volume of messages we receive and the nature of your problem.

Contact us by Phone:
You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. We cannot give hints or tips over the Technical Support line. When calling our Technical Support line, please make sure you are at the game.

Be advised that our Technical Support Representatives are available to help you Monday - Friday from 9 am - 9 pm (Eastern Standard Time), excluding holidays.

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email responses usually receive a response in less than 2 business days. If we receive your email, you will receive a response!

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All the hints, tricks and cheats for our games are here. If you're under 18 years of age, please have your parents' permission before calling. Note that only touch-tone phones may access this service.

(900) 288-2583 (CLUE). $.95 per minute

Contact us by Standard Mail:
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Ubi Soft Entertainment
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Ubi Soft

E N T E R T A I N M E N T ®

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